IN THE CLAIMS

Claim 27 has been cancelled. A complete list of pending claims follows.

The Listing of Claims will replace all prior versions and listings of claims in the present patent application:

LISTING OF CLAIMS

1.   (Original) A method for storing data in a flash memory device having at least a code bank and a data bank, comprising:

writing data to the data bank under control of a flash driver in the code bank when sufficient space is expected to exist in the data bank; otherwise

writing data to the code bank under control of a flash driver in a storage device external to the flash memory device.

2.   (Original) The method of Claim 1, wherein the flash memory device is accessed by a wireless communication device processor.

3.   (Original) The method of Claim 2, wherein the storage device external to the flash memory device is a RAM accessed by the processor.

4.   (Original) The method of Claim 3, wherein copies of the flash driver are in both the RAM and the code bank.

5.   (Original) The method of Claim 1, further comprising preventing the flash driver from accessing code in the code bank when performing operations on the flash memory device.

6.-16   (Cancelled)

17.   (Original) A system for storing data in a flash memory device having at least a code bank and a data bank, comprising:

means for writing data to the data bank under control of a flash driver in the code bank when sufficient space is expected to exist in the data bank; and

means for otherwise writing data to the code bank under control of a flash driver in a storage device external to the flash memory device.

18.   (Original) The system of Claim 17, wherein the flash memory device is accessed by a wireless communication device processor.

19.   (Original) The system of Claim 18, wherein the storage device external to the flash memory device is a RAM accessed by the processor.

20.   (Original) The system of Claim 17, wherein copies of the flash driver are in both the RAM and the code bank.

21.   (Original) The system of Claim 17, comprising means for preventing the flash driver from accessing code in the code bank when performing operations on the flash memory device.

22.   (Original) A computer-readable medium embodying codes for implementing a method for storing data in a flash memory device having at least a code bank and a data bank, the method comprising:

writing data to the data bank under control of a flash driver in the code bank when sufficient space is expected to exist in the data bank; otherwise

writing data to the code bank under control of a flash driver in a storage device external to the flash memory device.

23.   (Original) The medium of Claim 22, the method further comprising preventing the flash driver from accessing code in the code bank when performing operations on the flash memory device.

24.   (Previously Presented) The method of Claim 1, wherein writing data to the code bank further comprises preventing access to the flash driver in the code bank.

25.   (Previously Presented) The method of Claim 1, further comprising mapping of the flash driver to at least one of the code bank and the storage device at a compile time.

26.   (Previously Presented) The method of Claim 1, further comprising mapping of the flash driver to at least one of the code bank and the storage device at an execution time.

27.   (Cancelled)

28.   (Previously Presented) A wireless communication device, comprising:

a processor;

a flash memory device comprising a code bank and a data bank, wherein the code bank comprises a local copy of a flash driver operable to be accessed by the processor to perform operations on the data bank; and

a storage device, external from the flash memory device, comprising an external copy of the flash driver operable to be accessed by the processor to store data in the code bank, wherein the processor is operable to access only the local copy of the flash driver to perform the operations on the data bank, and further wherein the processor is operable to access only the external copy of the flash driver to store the data on the code bank when the code bank has space to store the data.

29.   (Previously Presented) A method for storing data in a read-while-write flash memory device having a code bank and a data bank, comprising:

determining if space is expected to exist in the code bank in which to write application data;

mapping a flash driver to a storage device external from the flash memory device if the space is expected to exist in the code bank, and writing at least a portion of the application data to the code bank under control of the flash driver in the storage device; and

mapping a flash driver to the code bank on the flash memory device if the space is not expected to exist in the code bank, and writing the application data to the data bank under control of the flash driver in the code bank.

30. (Previously Presented) The method of Claim 29, wherein the mapping of the flash driver to the storage device and the mapping of the flash driver to the code bank each further comprises mapping at compile time.

31. (Previously Presented) The method of Claim 29, wherein the mapping of the flash driver to the storage device and the mapping of the flash driver to the code bank each further comprises mapping dynamically at execution time.

32. (Previously Presented) The method of Claim 29, further comprising preventing access to the flash driver mapped to the code bank when writing the application data to the code bank.